

MODEL TEST PAPER
COMPUTER SCIENCE Class10+1 (Theory)

Time Allowed: 3 Hours]

[Maximum Marks: 60

General Instructions:

- (i) All questions are compulsory.
- (ii) Attempt all parts of question and section together.
- (iii) Candidates are required to give their answers in their own words as far as practicable.

सामान्य निर्देश:

- (i) सभी प्रश्न अनिवार्य हैं।
- (ii) प्रश्न और अनुभाग के सभी भागों को एक साथ हल करें।
- (iii) अभ्यर्थियों को यथासंभव अपने उत्तर अपने शब्दों में देने होंगे।

SECTION A (खण्ड अ)

Multiple Choice Questions. (बहु विकल्पीय प्रश्न)

1*12=12

Q. No. 1 ROM isMemory.

ROMमेमोरी है।

- a. Non volatile b. Volatile c. Real d. None of these

Q. No. 2 What is the primary role of the Arithmetic Logic Unit (ALU) within the CPU?

- a. To display the user interface.
- b. To store the operating system.
- c. To perform arithmetic operations and logical comparisons.
- d. To coordinate the flow of data.

CPU में अंकगणित तर्क इकाई (ALU) की प्राथमिक भूमिका क्या है?

- a. उपयोगकर्ता इंटरफ़ेस प्रदर्शित करना।
- b. ऑपरेटिंग सिस्टम को संग्रहित करना।
- c. अंकगणितीय संक्रियाएँ और तार्किक तुलनाएँ करना।
- d. डेटा प्रवाह का समन्वय करना।

Q. No. 3 is a search engine.

..... एक सर्च इंजन है.

- a. Yahoo b. Google Chrome c. E-mail d. None of these

Q. No. 4 To sign into your e-mail account, you need _____ and password.

अपने ई-मेल खाते में साइन इन करने के लिए, आपको _____ और पासवर्ड की आवश्यकता है

- (a) Pincode (b) Password (c) username d) ATM Card

Q. No. 5 What is the extension of file created in page maker ?

पेज मेकर में बनाई गई फ़ाइल का एक्सटेंशन क्या है?

- a. Pmd b. Tiff c. Psd d. None of these

Q. No. 6 contains tools for creating, rotating and cropping objects in PageMaker.

..... में पेजमेकर में ऑब्जेक्ट बनाने, घुमाने और क्रॉप करने के उपकरण शामिल हैं।

- a. Palette b. Guides c. Toolbox d. Toolbar

Q. No. 7 When browsing the web, what is the action called when you click on a highlighted piece

of text and jump to another document?

- a. Linking b. Hyperlinking c. Browsing d. Indexing

वेब ब्राउज़ करते समय, जब आप किसी हाइलाइट किए गए टेक्स्ट पर क्लिक करते हैं और किसी दूसरे दस्तावेज़ पर जाते हैं, तो उस क्रिया को क्या कहते हैं?

- a. लिंकिंग b. हाइपरलिंकिंग c. ब्राउज़िंग d. इंडेक्सिंग

Q. No. 8 A is a name associated with value.

A मूल्य से जुड़ा नाम है।

- a. Variable b. Operator c. Script d. None of these

Q. No. 9 Java Script is a Side scripting language.

जावा स्क्रिप्ट एक साइड स्क्रिप्टिंग भाषा है।

- a. Client b. Server c. Neutral d. Web

Q. No. 10 is the correct syntax to write "Class 10+1" in Java Script.

जावा स्क्रिप्ट में "कक्षा 10+1" लिखने के लिए सही वाक्यविन्यास है।

- a "Class 10+1" b Write("Class 10+1") c Document.write("Class 10+1") d None of these

Q. No. 11 How many times is a do while loop guaranteed to loop ?

इ व्हाइल लूप कितनी बार लूप की गारंटी देता है?

- a. 0 b. 2 c. 1 d. 3

Q. No. 12 WAN stands for.....

WAN का अर्थ है

- a. Wide arc network b. Wide area network c. Wide angle network d. None of these

SECTION B (खण्ड ब)

Answer the following questions(निम्नलिखित सवालों का जवाब दें)

1*6=6

Q. No. 13 Which generation of computers introduced the use of Integrated Circuits (ICs)?

कंप्यूटर की किस पीढ़ी ने इंटीग्रेटेड सर्किट (आईसी) का उपयोग शुरू किया?

Q. No. 14 Bluetooth is media.

ब्लूटूथ मीडिया है।

Q. No. 15 Full form of HTML.

एचटीएमएल का पूरा रूप।

Q. No. 16 unordered list start with tag.

अव्यवस्थित सूची टैग से शुरू होती है।

Q. No. 17 Which global infrastructure, described as a "network of networks," allows computers worldwide to exchange data?

वह कौन सा वैश्विक अवसंरचना है, जिसे "नेटवर्कों का नेटवर्क" कहा जाता है, जो दुनिया भर के कंप्यूटरों को डेटा का आदान-प्रदान करने की अनुमति देता है?

Q. No. 18 When computers are physically distant but linked together for the purpose of exchanging data, what is this system called?

जब कंप्यूटर भौतिक रूप से दूर हों लेकिन डेटा के आदान-प्रदान के उद्देश्य से आपस में जुड़े हों, तो इस प्रणाली को क्या कहा जाता है?

Format of Design (Subject other than language)

Question Paper /Test

Subject: Computer Science
Unit/Paper: Model Question Paper
Class: 10+1
Time: 3 hours
Marks: 60 (MM)

Weightage to Objective

Objective	Knowledge	Understand	Application	Analyse	Evaluation	Creation	Total
Percentage of Marks	30%	30%	13.3%	8.33%	6.7%	11.7%	100%
Marks	18	18	8	5	4	7	60

Weightage to form of question:

Forms of Questions	E/LA	SA	VSA	0 (MCQ)	Total
No. Of Questions	2	7	4	12+6	31
Marks allotted	10	24	8	18	60
Estimated time	45	80	30	25	180(Mins)

Weightage to Major Content Areas:

S. No.	Unit/Sub-Units	Marks
1.	UNIT - I: Fundamentals of Computer	10
2.	UNIT - II: Digital Network Essentials	8
3.	UNIT - III: Desk Top Publishing (Elementary)	7
4.	UNIT - IV: Digital Image Editing	7
5.	UNIT - V: HTML Fundamentals	10
6.	UNIT - VI: Advanced Web Publishing (JavaScript)	12
7.	UNIT - VII: Multimedia Applications	6
Total		60

I Schemes of Sections Section A, Section B, Section C, Section D Section E. Section F
Pattern of Options Internal choices ('OR' questions) provided within specific items across Sections A,B, C, D, and E. Single choice option matching must be strictly followed.

Estimated difficulty level:	Difficult	20 %
	Average	40%
	Easv	40%

Index of Abbreviations:

(E/LA: Essay/Long Answer; SA: Short Answer; VSA: Very Short Answer; 0: Objective)

Proforma for Analysing Question Papers

Part I: General Information

- | | |
|---------------------------|----------------------|
| 1. Name of Examination: | Model Question Paper |
| 2. Year of Examination: | 2026-27 |
| 3. Class: | 10+1 |
| 4. Subject: | Computer Science |
| 5. Question Paper Number: | |
| 6. Maximum Marks: | 60 |
| 7. Time Allotted: | 3 Hours |
| 8. Sections, if any: | A, B, C, D, E, F |

Part -II (A): General Item General Analysis of Question of a Question Paper.

S. no	Objective	Specification	Content	Unit/Sub-Unit No.	Form of Question	Marks Allotted	Estimated time (min)	Estimated Difficulty Level
1	Knowledge	Recall	ROM memory type	Unit-I	Objective	1	2	Easy
2	Knowledge	Recall	Output device identification	Unit-I	Objective	1	2	Easy
3	Knowledge	Recall	Search engine identification	Unit-II	Objective	1	2	Easy
4	Creation	Create	Email login requirements	Unit-II	Objective	1	2	Easy
5	Knowledge	Recall	PageMaker file extension	Unit-III	Objective	1	2	Easy
6	Application	Scenario Driven	PageMaker tools	Unit-III	Objective	1	2	Easy
7	Application	Comprehend	HTML Bold tag	Unit-V	Objective	1	2	Easy
8	Analysis	Recall	Variable definition	Unit-VI	Objective	1	2	Easy
9	Application	Comprehend	JavaScript scripting side	Unit-VI	Objective	1	2	Easy
10	Analysis	Recall	JavaScript syntax	Unit-VI	Objective	1	2	Easy
11	Evaluation	Comprehend	do-while loop	Unit-VI	Objective	1	2	Easy
12	Analysis	Recall	WAN full form	Unit-II	Objective	1	2	Easy
13	Understanding	Comprehend	Decimal number system digits	Unit-I	VSA	1	2	Average
14	Understanding	Comprehend	Bluetooth media type	Unit-II	VSA	1	2	Average

15	Application	Comprehend	Microphone capture pattern	Unit-VII	VSA	1	2	Average
16	Creation	Comprehend	Unordered list tag	Unit-V	VSA	1	2	Average
17	Understanding	Define	LAN definition	Unit-II	VSA	1	2	Easy
18	Evaluation	Calculate	Nibble to bits conversion	Unit-I	VSA	1	2	Average
19	Understanding	Evaluate	Computer Memory	Unit-I	VSA	2	4	Average
20	Evaluation	Explain	PageMaker new document	Unit-III	VSA	2	4	Average
21	Analysis	Explain	Image Rotation	Unit-IV	VSA	2	4	Average
22	Understanding	Develop	JS Even/Odd Program	Unit-VI	VLA	2	4	Difficult
23	Knowledge	Demonstrate	JavaScript Operators	Unit-VI	SA	3	9	Average
24	Knowledge	Demonstrate	HTML Container/Empty Tags	Unit-V	SA	3	9	Average
25	Understanding	Demonstrate	PageMaker Tools	Unit-III	SA	3	9	Average
26	Knowledge	Explain	Digital signals	Unit-II	SA	3	9	Average
27	Application	Draw Diagram	Computer Block Diagram	Unit-I	LA	4	14	Difficult
28	Understanding	Assess	Transmission Media	Unit-II	LA	4	14	Difficult
29	Understanding	Assess	HTML Ordered List Code	Unit-V	LA	4	14	Difficult
30	Knowledge	To evaluate	Java Script	Unit-IV	VLA	5	25	Difficult
31	Creation	Develop	Digital Image editing	Unit-VII	VLA	5	25	Difficult

FORMAT OF BLUEPRINT (Subject other than language)

Subject Computer Science

Class 10+1

Unit/Paper: Model Question Paper

Max Marks 60

Time : 3 Hours



Unit Paper: Model Question Paper		Max Marks: 60																								
S.No	Objective	Knowledge				Understanding				Application				Analysis				Evaluation				Creation				Total Row Wise
	Form of Questions																									
	Content Unit/ Sub Unit	E / L A	SA	VSA	O	E / L A	SA	VSA	O	E / L A	SA	VSA	O	E / L A	SA	VSA	O	E / L A	SA	VSA	O	E / L A	SA	VSA	O	
1	UNIT - I: Fundamentals of Computer				(1)1				(1)1	(1)4		(1)1		(1)2	(1)1										(6)10	
2	UNIT - II: Digital Network Essentials		(1)3		(1)1				(1)1				(1)1				(1)1						(1)1		(6)8	
3	UNIT - III: Desk Top Publishing (Elementary)				(1)1		(1)3										(1)2	(1)1							(4)7	
4	UNIT - IV: Digital Image Editing	(1)5						(1)2																	(2)7	
5	UNIT - V: HTML Fundamentals		(1)3		(1)1		(1)4					(1)1											(1)1		(5)10	
6	UNIT - VI: Advanced Web Publishing (JavaScript)		(1)3					(1)1				(1)1		(1)1			(1)1	(1)5							(6)12	
7	UNIT - VII: Multimedia Applications						(1)4	(1)2																	(2)6	
	Total Column																									(3)60
	Wise	18(Marks Total)				18 (Marks Total)				8(Marks Total)				5(Marks Total)				4(Marks Total)				7(Marks Total)				

Notes: Figures within brackets to indicate the number of questions and figures outside the brackets to indicate marks.

Denotes that marks have been combined to form one question.

Summary: Essay (E) No. 2 :Marks 10
 Short Answer (SA) No. 7 :Marks 24
 Very Short Answer (VSA) No. 4 Marks 8
 Objective (O) No. 18 Marks 18

Pattern of Options CHOICE

Scheme of Sections A,B,C,D,E,F

Steps: a, b, c, d, e, f, g, h, i, j